This scenario is designed for a party of 6 adventurers of level 5~6. It is divided into two halves with each consisting of about 2 hours of play. The following information is for the game master and should not be read by players.

Scenario Background

The story takes place in the familiar location of the city of Llylgamyn. Word has spread far and wide that Lord Trebor has promised to greatly reward whosoever can reclaim his amulet from the clutches of Werdna and adventurers come in droves to Llylgamyn to attempt to claim that prize.

One such adventurer is the level 11 thief Blackmoon. While searching for allies to challenge Trebor's labyrinth with, he was approached by a merchant with an interesting offer:
"I'm looking for a certain weapon said to be in the labyrinth; the Blade Cusinart. If you would help me find it, everything else we find in the dungeon along the way is yours. What do you say to that?"

Taking up the offer, Blackmoon finds himself descending into the labyrinth alongside his new employer Dargus, two level 7 fighters and a level 9 priest working under Dargus as well as a level 9 mage hired by Dargus under the same terms as himself named Tylan.

Favoured by fortune, the group manage to find the Blade Cusinart on their second delve into the labyrinth, but the Dagger of Thieves they find along with it is the problem. Unwilling to part with such a valuable item, Dargus decides to renege on the deal and escapes from the labyrinth with his henchmen using a Diadem of MALOR leaving Blackmoon and Tylan alone in the dungeon.

Tylan perishes halfway through the journey out of the dungeon, but a bloodied Blackmoon manages to get out alive, albeit missing an eye. Upon returning to Llylgamyn, Blackmoon discovers that Dargus intends to give away the Cusinart as a gift: his passage into the good graces of an influential nobleman. Blackmoon vows to exact revenge.

Part 1

The Request

As the PCs are about to turn in for the night at their usual adventurer's inn in Llylgamyn, they are approached by a man of fighter-like appearance. He has a job for the party, and one that will pay 2000GP a head no less (or 2000GP's worth of items if that is preferable to the party). Should the party express interest, he bids that they continue the conversation at Gilgamesh's Tavern.

Everyone gets themselves seated at a table in some nook of the tavern. A round of beers are ordered and the man begins to talk in a hushed voice.
"I'm the proprietor of a rather prominent business within the city. Please just call me 'Mr. B.' A few days ago, a new employee was left alone in charge of the store and sold a certain long-sword to a customer. Now, we normally have a policy against selling cursed items, but no merchant would've refused the amount the customer wanted to pay for the sword. The problem is that if someone gets up to no good with it, it'll reflect badly on the shop's reputation. I need to get the sword back from the customer, whatever it takes.
The task I want to hire you for is to find the buyer and find out why he was so eager to buy a cursed sword in the first place. Would you do that for me?"

The PCs are free to negotiate the reward (he can be persuaded to go as high as 2500GP a head) or ask any questions (though he will be unwilling to impart more than the most basic of details unless the party gives their word to undertake his request). One thing he will not reveal, however, is the name of his shop. If the PCs accept the mission, he reveals the following:

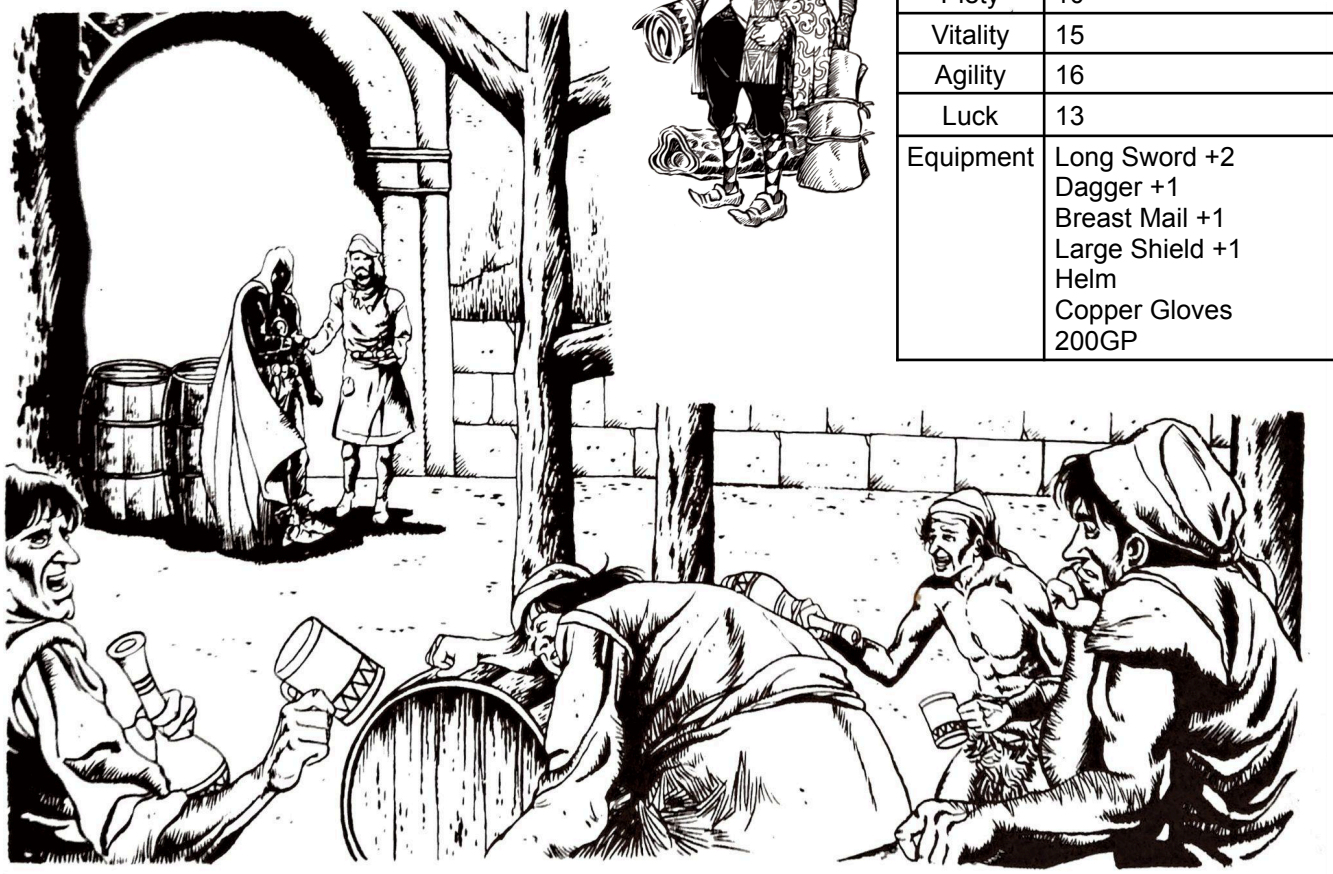
"The main lead I have on finding the man is an enchanted +1 dagger he traded in as part of the payment for the sword. It has the name 'Tylan' engraved on it. Additionally, there's the man's physical appearance: about 170cm in height, thin, black hair, blue eyes and about thirty years old. In the way of distinguishing features, apparently his right eye was unusually large. It seems he might've been an adventurer who had come from Lord Trebor's proving grounds, but he had a cloak on so it was hard to get a look at what he was wearing.
That's all I have to tell you. If you need to get in touch with me, speak to the manager of the tavern and he'll forward your message to me. This goes without saying, but nobody else is to hear about the incident. I await news of your investigation."

With those words, Mr. B departs.
Any player wishing to follow him should roll a d100 and if they get equal to or below their luck score, they can observe him taking the back door into Boltac's Trading Post. If multiple PCs elect to follow him, use the luck score of the character with the lowest luck for a group roll and add 5 to the dice roll for each following character beyond the first. Failure on the dice roll means the PCs lose sight of him.
If the PCs speak with the barkeeper at Gilgamesh's Tavern and say that they wish to speak to Mr. B, he appears in the tavern the following day.
Mr. B's data may be found below, but all the PCs know about him is that which can be gleaned from his outward words and appearance. If the PCs should attack him or the like, he

calls for help as loudly as possible and the PCs will be arrested if they cannot make their escape within two turns. Should the PCs be arrested, they will be allowed to walk free if they pay a fine of 5000GP per person. Inability to summon up the gold will mean five years of forced labour or, if the GM so wishes, some manner of highly dangerous task being forced upon them.

Mr. B

Level	13	
Warrior		Age: 32
Human		Neutral
Strength	16	
Intelligence	13	
Piety	10	
Vitality	15	
Agility	16	
Luck	13	
Equipment	Long Sword +2 Dagger +1 Breast Mail +1 Large Shield +1 Helm Copper Gloves 200GP	

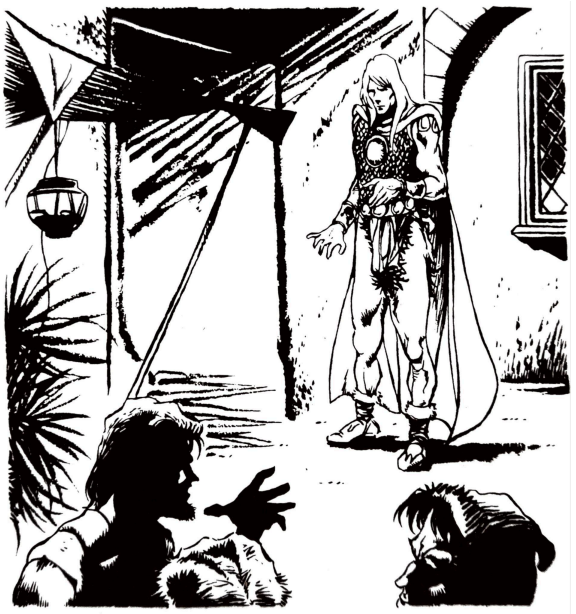


The Investigation

The PCs are likely to begin their investigation by making enquiries at taverns and inns. If the PCs start asking people at bars or in the stable of an inn, they will come across a man who claims to know a mage named ‘Tylan’ (the players must meet this man for the story to progress, but give a show of rolling the dice anyway to impress upon the players that the encounter is a result of their investigative work). This man hails from the same land as Tylan and travelled alongside him to Llylgamyn, but they parted ways after they reached the city since it seemed highly unlikely they would find an adventuring party in want of two mages. If the PCs offer to buy him a drink or slip him some gold, he says the following:

“About a week ago he was bragging to me about this lucrative new job he’d found, but I haven’t seen him since then. I hope he’s okay, I’m starting to get worried about him. Hm? Where was he staying? Well, he’d need a good rest to recover his magic so it wouldn’t have been in a stable. Then again, he can’t have had much money on him so I doubt it was anywhere fancy. I think he usually used a place called ‘The Buffalo’.”

If the party asks about Tylan at the Buffalo, they learn that he definitely has been there but not within the last week. It seemed like he'd finally managed to get into an adventuring party and was heading out for the dungeon. The PCs also hear talk of said party including a man named 'Blackmoon'. If the PCs miss out on this information, the GM will have to find another way of guiding them to it.



This is the extent of the important information which can be gleaned from the Buffalo, but as the PCs are making to leave the very man they have just learned of, Blackmoon, walks in. Based on the description of the man's appearance, it should be obvious to the players that he is the man Mr. B. is looking for.

Blackmoon doesn't head for his room, instead going about finding himself a table and getting some food. If the PCs try to talk to him (should they wait until he has returned to his room before trying to engage with him, he will step out into the corridor and hold the conversation there), they find he is very guarded in his demeanor and claims total ignorance in response to almost any question asked of him. The exception is if the PCs mention the mage Tylan. Should the PCs ask "what happened to Tylan?", "you killed Tylan, didn't you?" or similar, his face takes on a pained expression and he starts to explain himself; his story being an account of what happened to him in the scenario background information. When he finishes, he admits that he wishes for nothing more than to kill Dargus, but he knows he'd never manage it alone. That's why he instead devised a plan to surreptitiously swap Dargus's Blade Cusinart for a cursed long-sword -1. The noble who receives that as a gift will surely see to it that Dargus's social standing is utterly and irreparably demolished. If, he goes on to propose, the PCs were to help him kill Dargus however, he'd gladly return the cursed sword and even give the party the Blade Cusinart (and the Dagger of Thieves if it can be obtained) as a reward.
Whether the PCs accept or decline is their prerogative, but Tylan takes them to his room regardless, explaining that the sword they're after is there. As soon as he steps foot in his room, however, a concealed ninja leaps blade-in-hand from the ceiling and removes Blackmoon's head from his shoulders (make a show of rolling the dice, hiding the result from the players of course, and declaring it to be a critical hit).
The ninja is working for Dargus and now, job done, he has to eliminate the witnesses.

The Ninja

The ninja is, of course, well aware that resurrection magic can undo a successful assassination. His goal is therefore to kill or drive off the PCs so they can't stop him from destroying Blackmoon's body. To this end he fights to the best of his ability, leaping on the walls and ceiling and attempting to inflict a lethal blow to the PCs.

Level 7 Ninja (unidentified name: Humanoid)	
Level	7
AC	2
HP	23
Agility	15
Vitality	13
Damage	(1D2+2) x3
Movement	2
Magic	None
Evasion	10
Morale	100
Experience	400
Special Abilities	Critical Hit

After the ninja's defeat, a search of the room reveals the long-sword -1 hidden under the bed as well as a rough sketch of the layout of a large house one might infer to be that of Dargus (picture 1.)

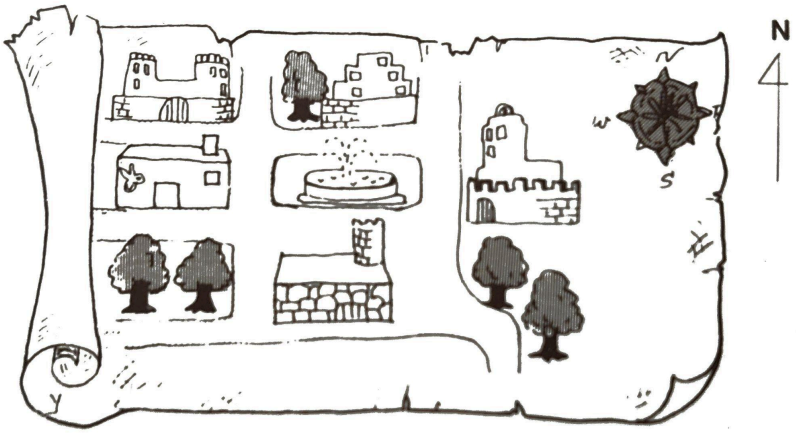
With the sword retrieved, the PCs have completed their mission from Mr. B and can claim their reward if they contact him through Gilgamesh's Tavern. If the PCs relay the whole story to Mr. B in detail, he tells them to wait as they are for a while and leaves. After about an hour has passed, he returns and shares with the PCs the following findings.

"I think I've a good grasp of the situation now. This Dargus fellow is a weapon merchant with a recent interest in climbing the social ladder. He runs a shop called Doyle's Wares which has a reputation for its impressive lineup of evil items. Seems he's a very unscrupulous sort with a long list of victims to his dirty dealings. If you go through with the request made of you by his latest one, I'll throw in a reward of my own."

With that, Mr. B promises the party 5000GP each if they go through with Blackmoon's last request. If nothing else, it'll be the end of an on-the-rise business rival for Boltac (a name which goes unmentioned, of course!). If the PCs decline the request then this is where this scenario ends. Otherwise, the PCs shall soon find themselves making use of Blackmoon's map and seeking out the Blade Cusinart. Taking a look at Doyle's Wares reveals it to be a mostly ordinary shop (at this time in the scenario, anyway). It has a wide line-up of evil items (sold at twice their value) but is otherwise not dissimilar from Boltac's in terms of inventory.

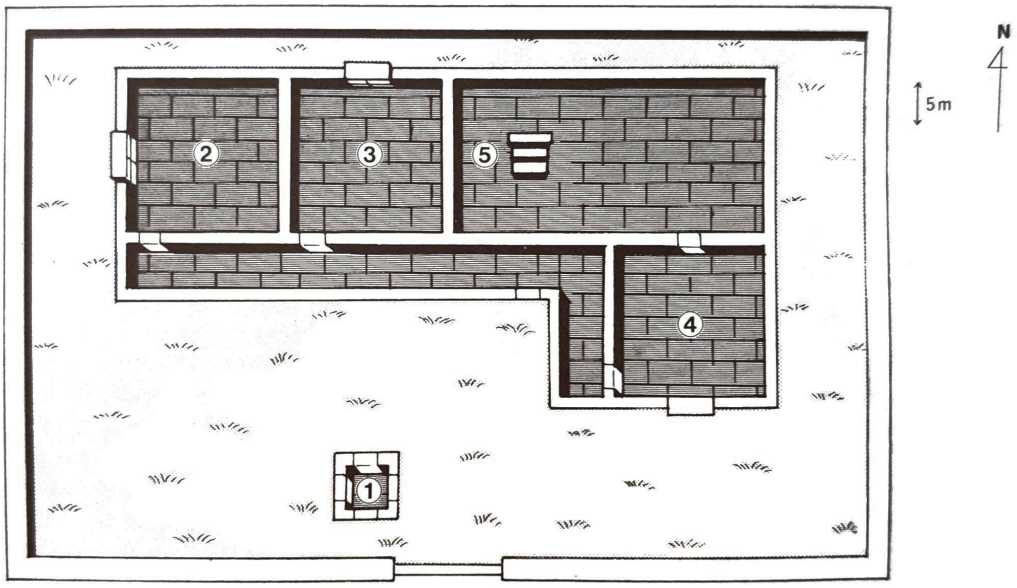
What if the Party Brings Blackmoon Back to Life?

Blackmoon has a vitality score of 10, so if his body is brought to the Temple of Cant there's a pretty good chance he'll return to life (why not let one of the players roll for him). In this case, he says he'll leave the retrieval of the Cusinart to the PCs and will go and investigate Dargus's shop. Unfortunately, he is never seen again. He is captured and disposed of.



is a rough sketch made during preliminary investigations by Blackmoon of the location of Dargus's residence. Judging from the surrounding buildings, it can be determined that his house is in the downtown part of Llylgamyn. Asking about the property to nearby locals will allow the PCs to obtain the following information: ① Rough-looking men regularly come in and out of the property. ② Unsettlingly large men have been seen going into the house. ③ Vicious dogs prowl the inside of the main gate into the property.
Picture 2. and the tables in the following sections provide information about the house in detail, so please refer to them.

Picture 1



An Explanation of Picture 1.
The outer walls are two metres in height. Climbing over them will require a successful agility x3 check (agility x4 for thieves). Once someone gets over the wall, it may be that the rest of the party will be able to climb assisted by a rope. In this case the check will become agility x5. If someone fails a roll to climb the wall, there is a chance the attempt will be noticed by nearby guardsmen. Make a luck x4 check with failure meaning that the PC has been spotted.

① Two guardsmen are stationed here alongside two attack dogs. If the party are spotted climbing over the wall then they will rush out to attack them. Additionally, if a fight breaks out anywhere in the house (the above ground portion) then they will appear after three rounds.

Monster	HP	Agility
Guard 1 (level 3 fighter)	20	13
Guard 2 (level 3 fighter)	15	10
Attack Dog 1	20	13
Attack Dog 2	18	11

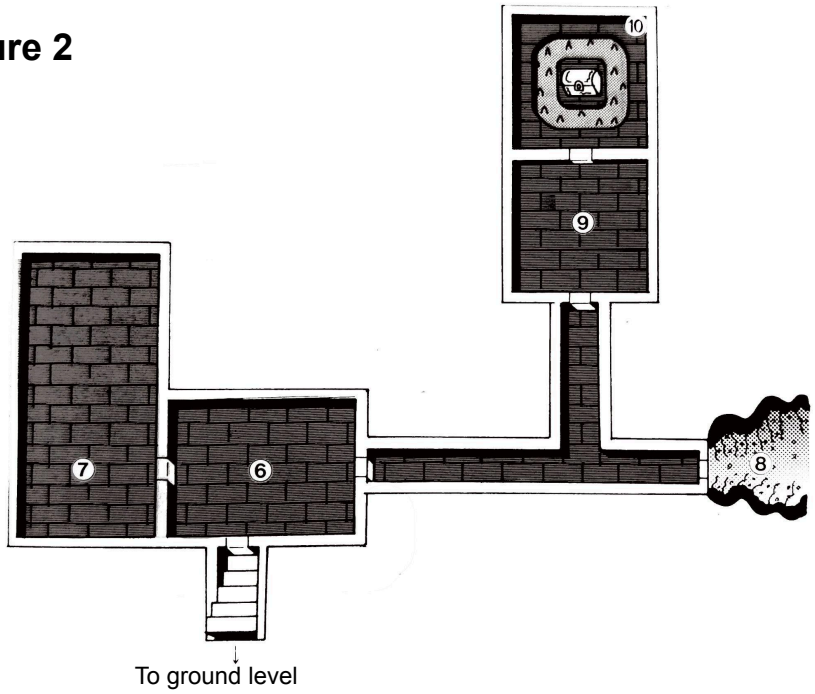
For the specifics of each monster's abilities, please consult the basic rulebook (the 'Monsters' chapter specifically).

The monsters strategy:
If the battle takes place outside, use a 7x7 combat grid. It is likely, with such a large field, that the combatants will all be fairly spread out. Have the attack dogs make use of their high movement ability to approach one of the party's low AC casters as their initial target. Of course, if any of the monsters are attacked they prioritise counter attacking.

The house itself can be entered either via the main door or a window. The windows are locked, but the window on the west side of the house has a broken lock. Entering through this window will go unnoticed. If the party wishes to enter through a different window, they shall have to break it (the lock is on the inside and so cannot be picked).
Breaking a window alerts the guards at position ④ who then rush to the source of the noise. Of course, breaking into the room containing the guards ④ results in an immediate battle. In the event of entering via the front door, the PC with the lowest luck score should make a luck x4 check. Failure means the party have attracted the attention of the guards at ④.

② and ③ are the guards' sleeping quarters. They are unlit and highly disorganised but contain nothing particularly noteworthy. If the players wish to search one of the rooms it will take five minutes (even for a room in which there is nothing to find) and should be met with the GM making a show of rolling the dice.
If the PCs have not yet alerted the guards at position ④, roll a d100 for every ten minutes the players spend investigating the rooms within the ground floor of the house. If the result is 30 or below then the guards sense a disturbance and come to investigate.

Picture 2



④ Three guards are stationed here. The door to the adjoining room (⑤) is locked.

Monster	HP	Agility
Guard 3 (level 3 fighter)	17	11
Guard 4 (level 3 fighter)	18	10
Guard 5 (level 3 fighter)	29	13

The guards have been hired by Dargus to protect the property. They themselves are unaware of what it is exactly that requires guarding. All they know is that a huge man carrying a box went through the door into room ⑤ and nobody has come out or in since. The leader of the guards, Guard 5, has the key to room ⑤.

⑤ This room contains a staircase going down and not much else of note. The staircase leads to room ⑥ on the map for the below-ground portion of the house.

⑥ In this room there are three ogres. The ogres are sitting around a table, but rise to their feet as soon as the door is opened and attack (roll to determine whether the party have a surprise round against the ogres, but the ogres can never surprise the party). If a battle occurs here, for each round of combat the GM rolls a D100. If the result is 91 or higher, the other three ogres sleeping in ⑦ wake up and join the fight.

Monster	HP	Agility
Ogre 1	19	8
Ogre 2	20	12
Ogre 3	28	9

⑦ The Ogres' sleeping quarters. A successful luck check upon reaching the door allows the party to hear snoring from inside (assuming the ogres haven't been woken up already).If there have been no disturbances (see entry ⑥) then three ogres will be sleeping here. If the PCs enter this room then treat the ogres' chances of waking up as being the same as if they had been affected by KATINO: roll a vitality x5 check for them each round of combat with success meaning they wake up. Of course, their sleep is mundane and not magical so they will wake up if they are attacked (even if the attack misses). Attacks made against the sleeping ogres have a 20% boost to accuracy and deal double damage if they connect. While they are asleep, the ogres can not resist the effects of spells.
In the room there are ten shoddy beds. Searching the room reveals food waste strewn about as well as some cheap wine.

Monster	HP	Agility
Ogre 4	23	13
Ogre 5	27	11
Ogre 6	20	10

⑧ The door leading into this room has 'danger!' crudely scrawled on it in Ogreish, but to anyone who cannot understand the ogre language it just seems like someone has tried to graffiti the door with red paint. In the room are four Dragon Flies who will attack as soon as the party opens the door. They start the fight by breathing fire straight ahead of them towards the party and they will continue to use their breath attacks each round so long as their remaining HP allows them to deal damage with them.

This room is a natural cave connected to Dargus' building and is used as a dumping ground for rubbish by the ogres (with the door presumably opened and closed with great haste each time).

Monster	HP	Agility
Dragon Fly 1	10	14
Dragon Fly 2	6	11
Dragon Fly 3	6	10
Dragon Fly 4	7	13

⑨ Four ogres led by an ogre lord lie in wait to attack the party. In the first round, the ogre lord casts MAHALITO on the front line of the party. In the following rounds, he casts spells in the order of LITO, KATINO and HALITO unless there is a party member directly adjacent to him. The regular ogres try to stop the PCs getting near the ogre lord.
If the ogre lord fails a morale check and surrenders, he uses his rather dubious command of the common tongue to promise to give the party a piece of useful information if they will spare him. If the PCs accept his surrender, he says the following.
"There is thing with wings in next room. I know secret of how to control it. Master Dargus say 'GI, DAN, HALI' to it three times. Then it obey him."
The ogre lord then makes a hurried retreat from the room and does not return.

Monster	HP	Agility
Ogre Lord	37	10
Ogre 7	21	11
Ogre 8	23	7
Ogre 9	20	8
Ogre 10	19	80

⑩ This room has had a huge pit 5 metres deep and 10 metres dug out in its centre. The bottom of the pit is lined with upward facing iron spikes. From the centre of the pit juts out a pillar-like platform of 2 metres in diameter, upon which a box has been placed. In a recess with the room stands a monstrous looking winged statue (a Gargoyle). The gargoyle will not attack unless it is attacked first.

Monster	HP	Agility
Gargoyle	24	7

There are three ways the PCs can attempt to get across the spiked pit to the box.
The first is by using a rope to get across. A successful agility x2 check (x4 for thieves) means that the PC has gotten across without incident. Failure means falling into the spiked pit and taking 3D6 damage. A character may get out of the pit with no check needed if they have a rope, otherwise they will have to climb out. Climbing out requires success on an agility x4 check with failure meaning another fall into the pit and 3D6 damage. A character may attempt to climb out and onto the central pillar with the box if they so desire.
The second option is to attempt to jump across the pit. It is a significant distance and will require success on a check against luck x1. Failure means falling into the pit and having to climb out as above.
The final option is to make use of the gargoyle. If the party have been told the magic words by the ogre lord, it will move and respond to their orders if they chant them. If told to retrieve

the contents of the box, it will fly to the central platform and do so. The gargoyle follows orders only for so long as it remains in this room and will attack those who have been ordering it around if it finds itself outside the room.
The box is firmly fixed to the platform and cannot be moved from its current location. It is also trapped as an exploding box (dealing 2D10 damage to anyone in the room if it goes off). A PC who reaches the box is, of course, able to try to disarm it but the gargoyle will automatically set it off. The damage from the exploding box may be avoided as normal through succeeding on a luck x4 check.
The content of the box is a single long sword. This is, of course, the Blade Cusinart but the party cannot say that for certain until it has been properly identified.

Finishing Up Part 1.

This is the end of the first half of the scenario. Before moving on to the second party, a few things need to be addressed.
・If the party take the sword to Boltac's for identification:
The party are shown by the staff to a back room where Mr. B is waiting for them with a number of questions about the Cusinart.
Boltac's is highly adept at information gathering and already knows where the party got the sword. As such, Mr. B gives them the following warning: "You've caused quite a stir in town with your escapade. This sword is stolen property, you know. You're bound to run into trouble if you hold on to it, so why not turn it over to me instead? Don't look at me like that, I'm not suggesting you give it to me for free. I'll return the money you paid to have it identified, of course. Then I'll compensate you by giving you one +1 magical item each of your choice."
He stands strong on his offer and cannot be persuaded to offer a greater compensation. If, and only if, the party insists on their 5000GP reward for finishing Blackmoon's request will he pay (he doesn't bring it up of his own volition). If they didn't get the '5000GP <u>each</u>' stipulation in writing, then he will only agree to pay 5000GP to the party collectively.
If the party protest and make a scene or otherwise get violent, six level 13 priests and one level 11 mage emerge from the back room and initiate combat. The six priests each have 18 agility and each cast MABADI in succession (which should reduce all of the PCs to single digit HP). After the priests, the 17 agility mage acts, vocalising "I've a particularly destructive spell in stock for you… MA…". On 16, the mage continues "Better give up while you still can… MADA…" On 15: "Last chance, I'm afraid… MADAL…"

If the party still has not surrendered then on 14, the mage casts MADALTO. Once the party have been wiped out, the priests cast DI on them and throw them out onto the street.
・If the party doesn't go to Boltac's to get the sword identified (they could do it themselves if there's a bishop in the party) or attempt to rendezvous with Mr. B, he makes contact with them after a few days have passed. He warns them that some people from Doyle's Wares are looking for them. Mr. B is aware of the entire situation and offers to take the Cusinart off their hands for their safety, providing them with a +1 magic item each in return. If the PCs take him up on the offer then things proceed as if they had gone to his store as above. If they refuse and do not immediately leave Llylgamyn then the six priests and the mage come for them as above. Even if they leave Llylgamyn, the priests and mage will be waiting for them to come back and accost them when they do. If the party never return to Llylgamyn then the scenario ends here.

Experience Points

Assign EXP as appropriate based on the number of monsters defeated by the party plus 1000 bonus EXP for progress made in the scenario thus far. If the characters have earned enough EXP to level up allow them to do so in accordance with the game rules.

Part 2

Background

Dargus, having had his Blade Cusinart stolen, has finished his preliminary work such as bringing his ogres back to life and is now making efforts to locate the thieves. He has already earned the ire of the noble to whom he promised the Cusinart and has been told to remove himself from the city. He is currently employing every trick and ruse at his disposal to stick around long enough to find the PCs.

A Message From Dargus

After a week has passed since the PCs stole the Blade Cusinart, they wake up one morning to find their belongings have been rummaged through. Nothing has been taken, but a letter from Dargus has been left behind with contents as follows:
“We are the owners of the Blade Cusinart you have found yourself in possession of and humbly request its return. We would be most thankful if you would pay us a visit at our shop, Doyle’s Wares, along with the sword at your earliest convenience. Due to the urgency required in resolving this situation, please be aware that if you are unable to come to our shop by tomorrow at the latest, my associates and I shall instead come to you.

Yours in good faith

Dargus”

Doyle’s has made something of a name for itself recently and has a rather unique niche in its line-up of evil items so it will not be hard to locate the shop.

The Following Day

If Dargus’s request goes ignored for a whole day then he decides a show of force is necessary. When a member of the party finds themselves separated from the others (such as when going to the toilet), they are abducted by Dargus’s men. Choose one PC at random to be the victim of the kidnapping (though it shouldn’t be a mage or priest). Give the following information to that player privately:
“You awake to find yourself in a cage in the middle of a circular room with your legs shackled and your mouth gagged. After some time passes, a portly man appears and begins conducting some manner of ritual. A billowing black smoke begins to appear in mid-air and a demonic figure can be seen within. The man can be heard having a verbal exchange with

the being, loudly exclaiming things like “this clause is a bit harsh, isn’t it?” before being seen to sign a contract with visible reluctance and trepidation.
As soon as he does, a second demon of a more diminutive stature jumps out from the smoke and bows politely. “We have an accord. Do not fail me.” the first demon bellows, before dissipating along with the fog. Following this, there is the sound of a bell ringing from outside the room, the sound of which leads Dargus to clamber into a large box, concealing himself inside.
From here, the captured PC can do little else but wait for the rest of the party to reach them on the 4th level of the tower of Doyle’s Wares.

Boltac’s Response

If the party inform Boltac of what has transpired, he is cooperative and says he will lend them the Blade Cusinart to help in getting the captured PC back, with a caveat:
“This is a business, so I’m afraid I can’t just lend you the sword for free. Hm… I think Dargus’s head having been removed from his shoulders would be adequate recompense. What do you think of that? He’s not of the nature to just let you walk away even if you try to be amicable and return the sword, so I don’t think it’s a bad offer.”
If the PCs agree to this term he will lend them the sword. If a PC has been kidnapped, he will also offer to travel with them to Doyle’s, in which case the player missing a character should control Mr. B, assuming his offer to help is accepted.
The PCs are, of course, free to go to Doyle’s without consulting with Boltac, but they will be in for a very difficult time without the Blade Cusinart. You ought to strongly encourage the players to have a word with Mr. B before going to Doyle’s.

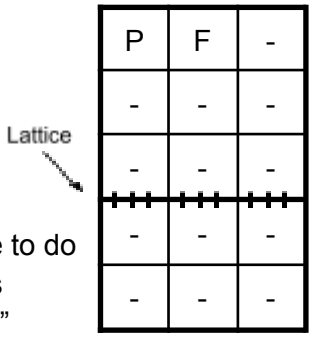
Doyle’s Wares

Doyle’s Wares is located in the central district of Llylgamyn. Part of the building has a large tower attached which is mostly used for storage. On the front door of the shop there is a sign affixed reading ‘temporarily closed’.

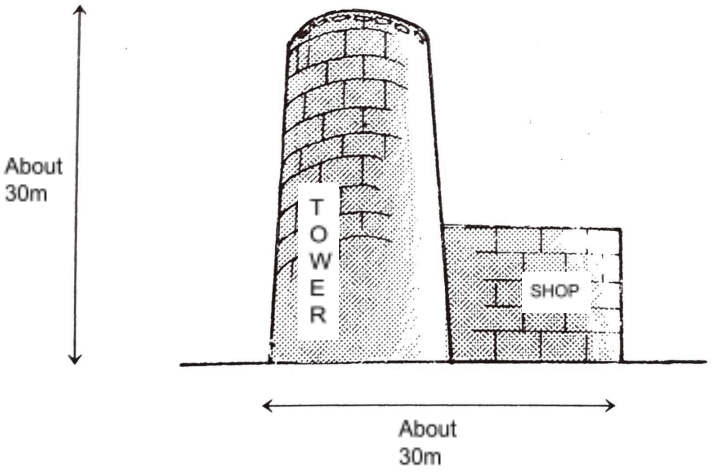
Room 1

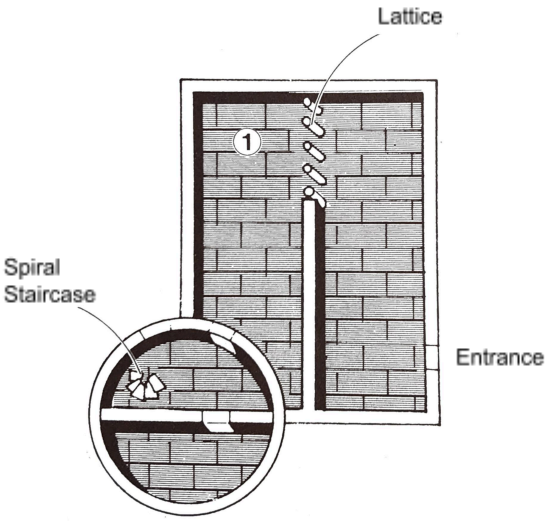
The shop floor where goods are bought and sold. A metal lattice runs through the middle of the room dividing it in half. Part of the lattice opens as a side door but is locked. It can be unlocked through a successful check which may be attempted any number of times (so they are bound to unlock it eventually if they are intent on doing so). On the other side of the lattice waiting for the PCs to enter the shop are a level 7 fighter and a level 9 priest. They ask the PCs if they’ve brought the Cusinart. If the PCs show it to them, they open the lattice door and point towards the entrance to the tower and say “Master Dargus is waiting for you on the highest floor.”
If a fight breaks out in this room, the fighter attacks with an arbalest mounted to his arm (3D10 damage). The priest casts spells in the order of LITOKAN (1), MOBTINO (2), MANIFO (3), BADIALMA (1) with the number in brackets indicating the number of casts of each spell he has. Due to the lattice, the PCs are limited to attacking via magic and ranged weapons. The PCs may be placed however the players like in the area in front of the lattice on the combat grid. Note that the mounted arbalest cannot be removed from the fighter’s arm.

Monster	HP	Agility
Level 7 Fighter	35	11
Level 9 Priest	40	8



When the PCs go through the door into the tower, the door is locked behind them (assuming the henchmen on the shop floor are still alive to do so). From behind the now locked door, they hear “Master Dargus has summoned a greater demon. You’d be wise not to try anything funny.”





Floors 1～3

As can be seen on the map, each floor of the tower consists of a room containing the spiral staircase which connects the floors as well as another adjoined room.
Floors 1～3 are used for storage and a great number of weapons, shields, helmets and armours may be found in the rooms off from the staircase room. The PCs are free to take as much as they can carry from these rooms, but if they try to use any of them or have them identified then the game master should roll a d100.
On a result of 1, the item is a +2 Evil item.
On a result of 2～5 it is a +1 item.
On a result of 6～80 it is an ordinary item.
On a result of 81+ it is a cursed item.
The door to the storage room on each floor is locked but may be opened with a successful check. After picking the lock and entering a storage room, the GM should roll a D6 to see if the room contains a combat encounter.
On a 1～2 the room contains D6 huge spiders, on a 3～4 it contains D6 Wererats and on a 5～6 there are no monsters.
Consult the monster data section of the rule book for each monster.

Floor 4

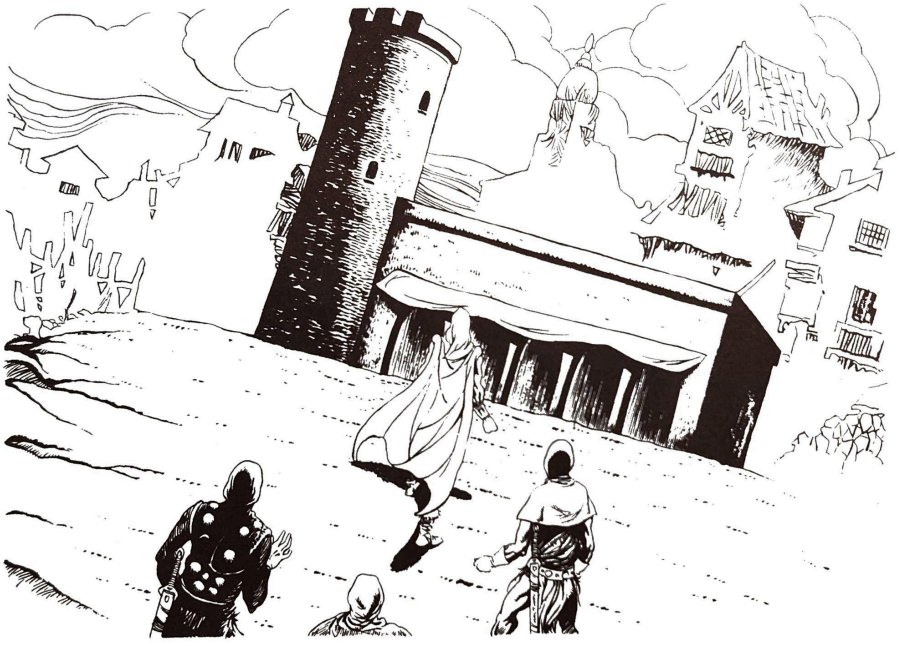
The top floor of the tower. The door to the room on this floor has been left unlocked. When the PCs enter, they see a gargoyle and a lesser demon (however unless LATUMAPIC is used the monsters are not given their identified names).
On the far side of the room is a large cage which will contain the missing PC if one has been captured. Behind the cage is a platform with a large box on top of it.
The lesser demon does not immediately attack, instead demanding the PCs hand over the Cusinart. The unscrupulous demon then attacks the following round along with the gargoyle regardless as to whether the PCs comply or refuse.
If the PCs learned the magic words from the ogre lord and recite them here, the gargoyle enters a state of confusion and stops moving.
The lesser demon fights in the following fashion; it casts MOLITO in the first round, LITO in the second, KATINO in the third and uses regular attacks from the fourth onward. Note that this lesser demon does not have the ability to call for help.
Here the game master should try as much as possible not to kill the PCs with magic damage from the demon's spells. Have it cast them on characters with a lot of HP remaining and with the goal of getting all of the party down in HP so that when it starts using its regular attacks there is a risk of them killing whoever they connect with.

Monster	HP	Agility
Level 7 Fighter	35	11
Level 9 Priest	40	8

(The monsters are placed in accordance with the below grid.
L is 'lesser demon' and G is 'gargoyle)

-	L	-
-	-	-
-	G	-
B	H	K
S	M	Y

When the lesser demon dies, a cloud of thick black smoke begins to billow and expand in the centre of the room and the greater demon emerges from within (the gargoyle stops moving at this point). The greater demon ignores the party and instead opens the box on the far side of the room. The demon growls "I have come to collect what I am due" as it drags Dargus out of it. Dargus screams "why did I ever make that deal?!" as he disappears alongside the demon into the smoke. It takes the demon one round after its appearance to complete its job. If the party manage to kill the greater demon in the one round before it disappears then they should be given the full EXP reward.



Finishing

With everything concluded, Mr. B. takes back the Cusinart (don't forget this part) and thanks the party "Fine work indeed. Best we keep everything that transpired here between ourselves, I think. I'll see to it that you don't run into any legal trouble over all this. Don't worry, I have my connections. Farewell, and I'm sure our paths will cross again."
Unsurprisingly, the entire affair has created quite a stir throughout the town but Boltac is true to his word and nobody comes after the PCs despite their central role in it.
Doyle's Wares goes out of business shortly thereafter and local gossip holds that Boltac's managed to acquire their entire inventory. About a month later, the talk is that Boltac's has obtained the Blade Cusinart; though those going to the shop to ask about it find only that it's already been sold to a certain highly influential nobleman. A good outcome for Boltac's.
If the PCs are adamant about not giving up the Cusinart then they will have a run in with Boltac's underlings who will forcefully repossess the sword (the same group from Part 1 of the scenario) if the party do not immediately leave Llylgamyn. Leaving Llylgamyn doesn't mean their worries are over though. Boltac's has branches in all major towns and cities and will see to it that wanted posters for the party are spread far and wide. The burden of being unable to freely buy and sell goods will surely see them crack eventually. Unfortunately it will now take not just the return of the Cusinart but some other imposition being placed upon the party as well in order for Boltac to forget the whole affair.

Experience Points

In addition to the EXP rewards from all defeated monsters, give each party member an additional 1000 EXP reward for clearing the scenario. If a party member was captured, that party member should be given an additional 1000 EXP to compensate for them not getting any for battling monsters.